

ALEX TAVENER

SENIOR TECHNICAL ANIMATOR

WEBSITE/SHOWREEL: WWW.ALEXTAVENER.CO.UK
E-MAIL: A_TAVENER@HOTMAIL.COM PHONE: (+44)7833569360

SKILLS

ROLE SPECIFIC

- Deep understanding of anatomy and FACS.
- In-depth knowledge of Python and code structure.
- Realistic and Stylised knowledge for games and VFX.
- Sociable, easy to work with.

SOFTWARE

- Maya
- Zbrush
- Uv Layout Pro
- Python
- Nuke
- Adobe Premiere Pro
- Unity
- Houdini
- Adobe Animate
- C#
- Photoshop
- Substance Painter
- nCloth
- After Effects
- Substance Designer

PROJECTS

FrancoJam - Gamejam Winner

[10th -12th November 2022]

- Worked with a team of 4 highly skilled colleagues over the course of 48 hours to produce a functional game from the given prompt; 'Animal Rescue'. Competed against 6 other teams and won best overall game.



Auto-Rigging Toolset with PyQt GUI

[July 2020 - Present]

- As a constantly on-going project; I am developing a library of modular scripts to automate the key features of character, vehicle and prop rigs. Using python-based class structures I am able to produce rigs quickly with the flexibility to go back and refine or re-use previous rigs using custom made GUIs. www.alextavener3d.blogspot.co.uk

WORK EXPERIENCE



Creative Assembly, Horsham - Senior Technical Animator

[August 13th 2020 - Present]

- Working on an array of creature assets for the continuing game franchise; Total War. Collaborating with the technical animation team to create an agnostic rigging framework as well as creating/maintaining animation tools and in-game blendtrees.



DNEG, London - Lead Creature TD

[7th November 2016 - August 2020]

- Responsible for creating creature animation rigs for VFX feature films such as; 'The Avengers', 'Wonder Woman' and 'Venom'. Produced and maintained creature body and face rigs, prop rigs, vehicle rigs, simulation and FX.



Industrial Light & Magic, London - Work Experience

[18th January - 22nd January 2016]

- Invited to spend a week at ILM for general work experience and overview of the rigging and animation pipeline. Introduced to bespoke software/tools.



Mojo Bones, Croydon - Lead Rigger & Animator

[2nd November 2015 - 5th November 2016]

- Produced all rigs and animation (Maya) and implemented them in Unity for the PC and Console game 'Impact Winter'.

EDUCATION

University: Bournemouth University:

[September 2012 - June 2015]

- BA(Hons) Computer Animation Arts - (Received a 2:1)

REFERENCES

Fredrik McLeod (The Mill - CG Supervisor) freind86@gmail.com

Joe Hornsby (Creative Assembly - Lead Technical Animator) joe.hornsby@creative-assembly.com